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CUTTHROAT ISLAND

Acclaim entertainment, inc.

KIDS TO ADULTS K-A AGES 9+

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Based on the #1 arcade Smash

FEATURING AEROSMITH

REVOLUTION X

MUSIC IS THE WEAPON.™

TEEN T AGES 13+

MIDWAY®

INSTRUCTION BOOKLET

Acclaim® entertainment, inc.

SUPER NINTENDO® ENTERTAINMENT SYSTEM

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SO HERE'S THE SCOOP...

Something devastating is about to happen: the world is about to be unified under one oppressive governing body - The New Order Nation - a corrupt alliance of government and big business, set on crushing today's youth and destroying anything that's at all fun. It's a gruesome regime, held under the iron rule of Headmistress Helga, a vicious vamp whose obvious attractions are truly fatal, and enforced by battalions of evil, leather-clad troops.

As the story unfolds, you learn that America's premier rock band, Aerosmith, have been abducted from the hottest club in Los Angeles, Club X, by NON forces, and that this is just the beginning. Their message is clear: the party's over. It's now up to you. You're the only one who can stop the destruction; and music is your weapon.

Surrounded by enemy helicopters and armored personnel carriers brimming with psychotic New Order storm troopers wielding some really wicked weaponry, it's gonna take a lot of shooting to fight your way out of this one.

Take aim with your sonic assault weapon - the auto-load multi-CD launcher - and blast the @#!* out of these treacherous tyrants to restore life as we know it.

It's a roller-coaster ride through some extremely tough scenarios as you uncover what's really going on at the Evergreen Chemical Company in the heart of the Amazon Jungle, battle to stop the bus that's taking people to Brainwash Central to reorient them for the new society, and conquer KemmiTech where they're making mind-altering drugs. All must be destroyed while you search for Aerosmith and help to set them free for a celebratory concert at London's Wembley Stadium.

There are hidden obstacles at every turn. Skeletons in every closet. Whatever you do, don't give up.

GET READY TO ROCK!

Loading

1. Make sure the power switch is OFF.

2. Insert the Revolution X™ Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual. If you wish to play a two player game, make sure both controllers are inserted at this time.

3. Turn the power switch ON.

When the Revolution X™ title screen appears, you'll have two choices: Start Game or Options.

To begin game play before or after setting options, highlight Start Game and press the START BUTTON.

OPTIONS

Revolution X™ has a bunch of cool options which allow you to set your game just the way you want it. Press up or down to highlight an option, and left or right to toggle through the settings. When you're happy with the settings you've chosen, press the START BUTTON to return to the main menu and begin play.

Difficulty

Choose between Outrageous, Super Cool and Impossible skill levels.

Cursor Speed

Set how fast your cursor moves across the screen, from 1 (slow) to 3 (fast).

Music

If you really want to, we've built in the option to play without listening to any music. But, quite frankly, it's Aerosmith, so why would you?

Test Sound FX

Preview the cries of pain, the explosions, the crunching and the slamming sounds. It's all there for you to sample as you prepare for battle.

Sound FX

Choose to play with or without sound effects. Tune out the graphic audible horror as you blast your heroic path to the top.

GAME FEATURES

The objective is pretty simple: shoot everything in sight, free all captives and don't get wasted in the process. You score extra points for the amount of destruction you do, so shoot freely.

Controls

Throughout the game blast every box in sight, as well as background objects to open them and reveal their contents. Fire again to collect what's inside.

Shoot CDs at windows, doors and signs and you'll find innumerable hidden areas.

At various points in the game you'll be given the chance to change directions. Fire your weapon in the direction you want to go.

GAME SCREEN

Energy Meters

Your energy level appears as a bar in the top left (Player One) or top right (Player Two) of the screen. Not surprisingly, every time you get hit, your energy level drops. When it's completely empty, you'll lose your life.

CD Counter

It's impossible to have too many CDs. The counter at the top left (Player One) or top right (Player Two) of the screen tracks how many you've got left.

Score

Each player's current score appears above their CD counter. At the end of each level, a special screen gives you a break down of your score and any bonuses you've earned.

PICKUPS

There are a bunch of pickups in Revolution X™ to help you thrash the New Order. Pick them up by firing at them once they've been revealed.

Silver CDs

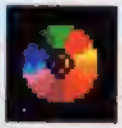
Worth 3 CDs.

Gold CDs

Worth 10 CDs.

Super Gun

Each Super Gun hit does the damage of five regular bullets.



Laserdiscs

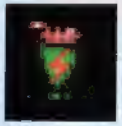
Cause more damage than a standard CD.

Shield

Protects you for 35 hits.

Skull Bomb

The most awesome weapon in your arsenal. Wastes all enemies on screen and even totals New Order vehicles.



Wheat Grass Shakes

Guaranteed to give you plenty of pep - down a couple of these and watch your energy meter rise.

Wings

To really rule at Revolution X™ and make a ton of bonus points in the process, you've got to earn your wings - all five of them. Wings are awarded when you find and free a member of Aerosmith.

Continues

When your Energy Meter is empty, your life is over. Depending on your difficulty setting, you will have either 15, 20 or 25 chances in which to free Aerosmith. If you wish to continue, press the START BUTTON. You will then start play from the point at which you lost your last life.

Scoring

At the end of each level you hack the New Order database to find out how much damage you've managed to inflict. The scoring screen gives you a tally of all your points and bonuses, as well as accuracy percentages. Points are awarded for wasting enemies, finding hidden objects, freeing captives and destroying things. And of course, the biggest bonuses are given for freeing Aerosmith - to rock again.

LEVELS

There's a huge amount to do before you can free the band and loosen the stranglehold of the New Order. Their tactics are treacherous. They have infiltrated every corner of the globe. They're running Teen Re-orientation camps in the Middle East. They're dosing natives with mind control drugs, then commandeering them as guards. They're armed to the teeth and their strength in numbers is terrifying. Worse still, they're under the thumb of Headmistress Helga - whose evil knows no bounds.

It's up to you to keep the rebellion alive. It's a tough job, but someone's got to do it. And if you can beat these butt heads, you'll get an outrageous bonus.

LOS ANGELES, CLUB X

It's almost show time at Club X. The band is getting ready to go on-stage. Security are waiting to open the doors. The excitement is building, when suddenly, out of nowhere, you hear the ominous whir of an assault helicopter. Tension rises. In no time at all they've taken over. The New Order, dedicated to stopping fun in all forms, has seized power.

Watch out for the enemy transporter - it's tough to stop. Once you're inside the club, check out the bathroom - it's full of surprises. The lobby is swarming with NON droogs. Try to make your way into the bar and free the girls. Aerosmith are ready to rock, but the New Order are trying to cancel the show. You've got to fight back with everything you've got. The backstage scene is brutal.

HELICOPTER JOYRIDE

The New Order have succeeded in capturing Aerosmith. Your task is to hijack a NON helicopter and take off in search of the band's car, with an enemy chopper in hot pursuit. Load up on pickups wherever you can - you'll need them to exterminate the troops that are following you.

Where you go from here is up to you... Once you've destroyed the chopper and found Aerosmith's car, you have to decide where to take the flight next.

There are three different scenarios. You need to master all of them in order to help save the world from eternal misery.

AMAZON JUNGLE

Deep in the heart of the Amazon jungle, working under the cover of the Evergreen Chemical Company, the New Order are putting mind control chemicals in the world's food supply. They've already turned the once-peaceful natives into crazed killers. You've got to fight your way inside the factory, where you can expect an explosive reception. Explore your surroundings thoroughly and keep your eyes open for captives. And if you come across a gibbering, giant green skull - just keep shooting.

MIDDLE EAST

By now you'll have realized that the New Order Nation will go to any lengths to retain their tenuous grip on power - even if this means mass brain-washing the youth of today. Stop the Express Bus that ferries kids to Brainwash Central, the Teen Re-orientation camp where they turn them into senseless drones, willing to execute others on command.

First, free as many captives as you can. Then blast the bus back to the stone age. En route, try to solve the riddle of the Sphinx. To speed up or slow down, shoot at the buttons on the top left and right of the screen.

PACIFIC RIM

KemmiTech is yet another front for the NON. This warehouse facility, on an island out in the Pacific Rim, is where their mind-altering chemicals are manufactured and stored. It's crawling with ninjas and yellow jackets - so don't let up on the trigger. You need to find your way around the warehouse, keeping an eye out for hidden advantages. Once you've cleared the place, it's time to visit the executive suites. When you get there, you'll find that the head honcho is a really nasty piece of work.

WEMBLEY STADIUM

Finally! You've beaten them at their own game. Aerosmith is free. Now it's time to celebrate with a sold-out concert at London's Wembley Stadium. But not just yet... Your task is to shoot down the on-stage video monitors to get to Headmistress Helga, who's lurking behind them in the hopes of salvaging her miserable life and the New Order Nation.

Now it's time to go one-on-one and find out what she's really made of (and it ain't pretty). All your fighting skills will be needed for this last brutal battle. Dig deep. Rally one more time and the pay-off will be handsome - the party of a lifetime.

Join Aero Force One!

Reserve **Exclusive Concert Tickets** from the comfort of your own home. Explore the world with Aerosmith and fellow AF1 members through our **Travel Packages**. Hear the latest news and personal messages from Steven, Joe, Tom, Brad and Joey on our **24 hour Hotline**. Get a **New Member Pack** that includes a personalized membership card, band biography/discography, color photo, and all sorts of surprizes. Get a subscription to the info & photo packed **Official AF1 Newsletter**. Win rare and autographed items through our **Exclusive AF1 Contests**. Order high-quality **Merchandise** that you can't get anywhere else.

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